



BUILDING SKILLS

CO-ED (SR L3-6/INT U17/U19/ NON TUMBLE)

TEAM:

STUNTS	MAX PTS	SCORE	JUDGE COMMENTS									
DIFFICULTY	3.4		For full points, 2 Elite skills performed by max and 2 elite skills performed by most OR 1 elite skill performed by max and 4 elite skills performed by most.									
CO/ED STUNT STYLE	.2		Fore full points, must be elite level appropriate Coed Stunt									
BASELINE BOOSTER	.4		DEGREE OF DIFFICULTY		PACE AND FLOW							
TECHNIQUE	5		Impeccable	Good -.2	TECHNIQUE DRIVERS					Average -.4	Needs Work -.6	
					Flyer	Body control						
						Flexibility of body positions						
						Motion placement						
							Base/ Support Persons	Body control				
					Stability of the stunt							
					Tech in lifts and catches							
							Transitions	Uniformity among groups				
					Entries							
					Dismounts							
							Timing and Synch	Control throughout				
					Timing of skills performed in groups or by the team at the same time							
			PYRAMIDS									
DIFFICULTY	3.6		For full points, 4 different level appropriate skills. 2 structures performed by max									
BASELINE BOOSTER	.4		PARTICIPATION/INVOLVEMENT		INCRP OF ELITE AND LEVEL APPROPRIATE SKILLS		PACE/FLOW OF SKILLS					
TECHNIQUE	5		Impeccable	Good -.2	TECHNIQUE DRIVERS					Average -.4	Needs Work -.6	
					Flyer	Body control						
						Flexibility of body positions						
						Motion placement						
							Base/ Support Persons	Uniformity among flyers				
					Body control							
					Stability of the stunt							
							Transitions	Tech in lifts and catches				
					Uniformity among groups							
					Entries							
							Timing and Synch	Dismounts				
					Control throughout							
							Timing and Synch	Timing of skills performed in groups or by the team at the same time				
TOSSES/SHOW AND GO (L1)												
DIFFICULTY	2		For full points, Majority of the team performs a level appropriate toss rippled or synchronized in the same section									
TECHNIQUE	3		Impeccable	Good -.2	TECHNIQUE DRIVERS					Average -.4	Needs Work -.6	
					Flyer	Body control						
						Consistent execution of skill/trick						
						Legs straight/ toes pointed						
						Arm placement						
							Timing	Timing of skills performed in groups or by the team at the same time				
							Base /Support Persons	Use of arms/legs to throw together				
					Solid stance							
					Controlled							
							Height	Cradle				
					Distance between flyers feet and support persons hands							
			BUILDING			LOW .5-6	MOD .7-.8	HIGH .9-1	SPECIFIC DRIVERS			
CHOREOGRAPHY/ PRESENTATION	2					Variety of visual and creative elements in building skills/transitions						
						Confident performance/entertainment value during building skills and transitions						
TOTAL	25											